



WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.**

Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

PRODUCT WARRANTY

Nordic Games GmbH will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for EUR 8.00 to cover postage and handling fees.

Please be sure to include the following:

- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail to:

Nordic Games GmbH

Landstraßer Hauptstraße 1/Top 18

A-1030 Vienna

Austria

Technical Support

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support: <http://www.nordicgames.at/index.php/contact>

Phone Support: +40 (0) 364 405 777

INTRODUCTION

TRAPPED IN A DARK AND UNWELCOMING WORLD AWAITING YOUR PURIFICATION, YOU MUST FIGHT THROUGH WAVES OF ENEMY WARRIORS ATTEMPTING TO STOP THE IMMINENT UNHOLY WAR AND EVEN CHEAT THE DEATH HIMSELF. BUT EVEN IF YOU WIN THIS INSANE BATTLE, YOU STILL HAVE TO TAKE OUT HOARDS OF HOWLING DEVILS, HUNGRY FOR YOUR BLOOD.

GAME BASICS

Main Menu

- **Sign the Pact:** Starts a new single-player game.
- **Load/Save:** Allows you to load a previously saved single-player game or to save the game a game in progress. The Save option is only available at designated save points throughout the game.
- **Multiplayer:** Allows you to start a new multiplayer game or join a game that is hosted by another player.
- **Options:** Allows you to customize the game controls, and to setup the audio and video options for Painkiller Hell & Damnation.

Xbox LIVE®

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

CONNECTING

Before you can use Xbox LIVE®, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE® member.

For more information about connecting, and to determine whether Xbox LIVE® is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE® service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

GAME CONTROLS

Xbox 360 Controller



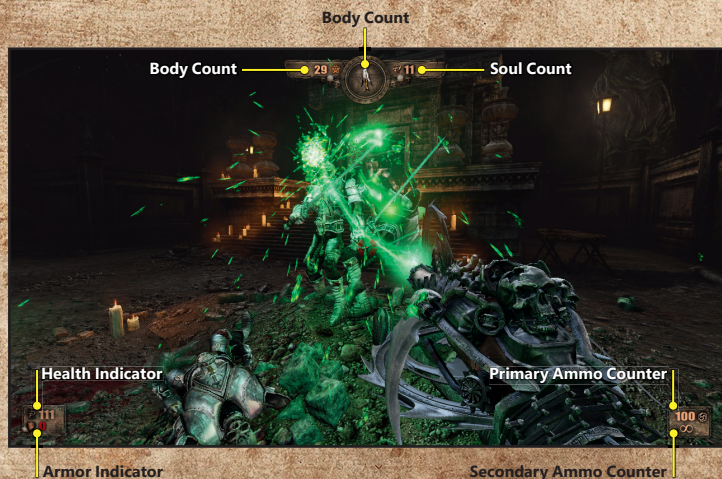
	Change Weapon		Movement
	Alternative Fire		Menu
	Jump		-
	Fire		Stats
	Rotate Camera		Zoom
	Switch Weapons		Xbox Guide

THE HEADS-UP DISPLAY (HUD)

The HUD continuously provides you with vital information about your condition and other important game elements.

The HUD has seven distinct displays:

- **Body Count:** Keeps track of the number of enemies you've killed.
- **Directional Arrow:** This arrow points you in the right direction when all enemies are cleared from the area. It also points out the direction of the last enemy that you must clear from an area to move on, and in the direction of Checkpoints when you clear an area. The arrow glows red when you are moving in the right direction. When an enemy is above you (at a higher elevation), the tic at the top of the Directional Arrow glows. When an enemy is below you, the bottom tic glows.
- **Soul Count:** Keeps track of the number of Souls you've picked up on the current level.
- **Health Indicator:** Keeps track of how many Health points you have.
- **Armor Indicator:** Keeps track of how many Armor points you have.
- **Primary Ammo Counter:** Shows the number of shots remaining in your current weapon's primary fire mode.
- **Secondary Ammo Counter:** Shows the number of shots remaining in your current weapon's secondary (altfire) mode.



WEAPONS



SOUL CATCHER

- Primary Fire: Soul Blade
- Alt-Fire: Soul Catcher

The Soul Catcher is a very special weapon crafted by Death himself. The primary fire mode sends swirling saw-blades toward the enemies. It is very effective especially on the close and medium range. The alt-fire mode sucks souls from enemies

and simultaneously allows to cut their bodies with attached saw. It has also a unique Combo fire mode – It shoots the soul back toward the enemy, turning him it into the player's ally for few seconds, then the enemy explodes.



PAINKILLER

- Primary Fire: Pain
- Alt-Fire: Killer

The Painkiller is a powerful weapon with both short- and long-range applications. The primary fire mode is a short range attack. When you hold

down the primary fire control, the Painkiller opens into a blossom of rotating blades that slice into any enemy or fragile object with which they come into contact. The alt-fire mode is a ranged attack, which launches a bladed warhead that rips through any enemies in its path. When the warhead hits a wall or other solid object, it lodges there and emits a deadly beam of light between the warhead and the Painkiller that rips enemies to shreds when they cross it. In order to activate the beam, you must have the warhead more or less in your crosshairs. To summon the warhead back, press the alt-fire control a second time. In multiplayer games, the Painkiller warhead, when well-aimed, can knock a weapon out of your opponent's hand.



SHOTGUN FREEZER

- Primary Fire: Shotgun
- Alt-Fire: Freezer

The Shotgun/Freezer is a trusty, straightforward weapon that inflicts impressive damage at both short- and medium-ranges. The primary fire mode is an auto-loading double-barrel

shotgun. The closer you are to an enemy, the more damage it inflicts. The shotgun uses shotgun ammo, and can hold up to 100 shots in its magazine. The shotgun's alternative fire mode fires a blast of super-cooled liquid nitrogen that temporarily freezes an enemy in its tracks. When frozen, most enemies shatter into a million shards when hit with even minimal firepower. The Freezer uses freezer ammo, and can hold up to 100 shots in its magazine.



STAKEGUN GRENADE LAUNCHER

- Primary Fire: Stakegun
- Alt-Fire: Grenade Launcher

The Stakegun/Grenade Launcher is a versatile weapon that is effective in a variety of situations at almost any range. The Stakegun's primary fire mode launches wooden stakes from a

pneumatic sling. These stakes drive right through enemies causing a huge amount of damage. In the right circumstances, you can pin an enemy to a wall—or even pin one enemy to another! While quite effective at short- and medium-range, the Stakegun is even more dangerous at long-range, where the stakes burst into flame before impact, causing even more damage on impact. The Stakegun uses Stakegun ammo, and can hold up to 100 shots in its magazine. The alt-fire mode is a classic grenade launcher. This short-range weapon launches 60mm grenades in a parabolic arc. The higher the arc, the longer the range. When they hit the ground or other solid objects, grenades bounce several times before they explode, but they explode on impact when they hit an enemy directly. The grenade launcher uses grenade launcher ammo, and can hold up to 100 shots in its magazine.



ROCKET LAUNCHER CHAINGUN

- Primary Fire: Rocket Launcher
- Alt-Fire: Chaingun

The Rocket Launcher/Chaingun is arguably one of the most powerful weapons in Painkiller. Both its primary and alternative fire modes are devastating when used properly. The primary

fire mode is, as you would expect, a rocket launcher. This fast, deadly weapon produces a huge blast radius when the shot impacts on a solid object, damaging everything—and everyone—unlucky enough to be nearby. When a rocket scores a direct hit on an enemy, the damage it inflicts is particularly devastating. This weapon is designed for medium- to long-range. If you use the rocket launcher at short range, you risk inflicting a great deal of pain upon yourself. The rocket launcher uses rocket launcher ammo, and can hold up to 100 shots in its magazine. In alt-fire mode, the rocket launcher becomes a chaingun—a machine gun that spits lead-coated death at a dizzying rate. As long as you hold down the alt-fire control, the chaingun continues to fire. Although this weapon burns through ammunition quickly if used indiscriminately, you will find that short bursts produce effective results. The chaingun uses chaingun ammo, and can hold up to 500 shots in its magazine.



ELECTRODRIVER

- Primary Fire: Driver
- Alt-Fire: Electro

The Electrodriver is a unique short- to medium-range weapon whose two fire modes provide a great combination of speed and damage potential. In primary fire (Driver) mode, the Electrodriver launches shurikens (throwing

stars) at a blinding rate of speed. Holding down the primary fire control launches a continuous stream of projectiles. The shuriken launcher uses Driver ammo and can hold up to 250 shots in its magazine. The Electrodriver's alternative fire (Electro) mode unleashes a blast of raw electricity that inflicts continuous damage to a target as long as it remains in contact. If you keep your target more or less in your sights, the lightning burst "sticks" to your enemy as he moves. The blast continues to fire as long as you hold down the altfire control, and as long as the weapon is active it burns through its charge at a steady (and somewhat alarming) rate. The Electro uses Electro ammo, and can hold a charge of up to 250 units.

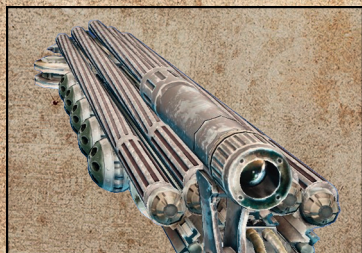


SMG FLAMETHROWER

- Primary Fire: Sub-Machinegun
- Alt-Fire: Flamethrower

Far removed from its earthly origins, the PK30 sub-machine gun with optional flamethrower is a potent close-quarters weapon now found on in the depths of Hell. The .45 caliber ETAP (Ex-

plosive Tipped Armor Piercing) rounds from the weapon's primary firing mode are enough to bring down most demons in one or two bursts. If additional damage is required, a pull from the under-barrel flamethrower will get the job done, at first stunning and then rapidly turning anyone in its arc into a crispy critter. As with any flamethrower, be careful not singe yourself while moving through the flames. Look for sub-machine gun magazines and gas canisters to reload this gun.



BOLTGUN HEATER

- Primary Fire: Boltgun
- Alt-Fire: Heater

As if the pure wickedness of the Stakegun was not enough, the bowels of Purgatory have spewed out another evil incarnation, perfect for demon slaying. The Boltgun's primary

fire mode hurls out 5 razor sharp, ferro-obsidian rods per trigger pull, perfect for mid to long-range attacks requiring the heaviest use of force to put the baddies to rest. Be sure to try-out the scoped, sniping mode (default control is the Middle Mouse Button) for extreme distant shots. The secondary fire, the Heater, wreaks havoc of another sort. Each shot sends out 10 high velocity bounce-charges, timed for delayed explosion – the perfect room clearer. Because of the Boltgun/Heater's amazing firepower, it tends to consume ammo at an astonishing rate. Those that live by the Boltgun may very well find themselves dying with it (magazine empty of course). Look for bolt packs and bins of bounce-charges to resupply this weapon.



SINGLE-PLAYER

To start the campaign select the 'Sign the pact' option, then you can choose whether you want to begin a new game or continue from the last Checkpoint.

GAME DIFFICULTY

- **Daydream** (easiest): Always available.
- **Insomnia**: Always available.
- **Nightmare**: Available after collect all 23 cards in Insomnia mode.
- **Trauma**: Available after you beat the game on Nightmare level.

Difficulty level also affects the availability of Tarot cards and Souls, the functionality of Checkpoints, and the availability of certain game maps.

SOULS AND DEMON MODE

Every time you kill an enemy, its Soul remains behind for several seconds after its body disappears. Walking through a Soul adds one point to your Health. Every time you accumulate 66 Souls, you briefly morph into a demon. When you are a demon, the world changes—everything becomes black-and-white and the mortal bodies of your enemies are engulfed in flames. When you are in demon mode, you cannot be harmed by normal attacks. You are free to rampage through the world, destroying everything in your path until the effect wears off!

Note: At Trauma level (the highest difficulty setting) there are no Souls in the game.

TAROT CARDS AND GOLD COINS

Tarot Cards are the pickups, which provide you with special powers and abilities. Because they are very powerful, they are generally very difficult to find, and some are not unlocked unless you complete a level in a certain way—finishing the level using only the Stakegun, for example.

There are two basic types of Tarot Cards:

- **Golden (temporary) Cards:** These cards can be used only once per level.
- **Silver (permanent) Cards:** These cards work continuously throughout the level.



CO-OP GAME

If you prefer, you can invite a friend to a game. You can finish the campaign playing together. Remember that two players means always bigger mayhem on the level. Hell yeah!



MULTIPLAYER

In the multiplayer game, you get the opportunity to test your Painkiller skills against other human players in different cooperative modes like Deathmatch, Team Deathmatch or Capture The Flag. Additionally you can try the Survival mode, where you along with other players have to fight against hordes of hellish creatures.

© 2013 by Nordic Games GmbH, Austria. Developed by The Farm 51 Group SA, Poland. Produced, Published & Distributed by Nordic Games GmbH, Austria. Painkiller is a trademark of GO Game Outlet AB, Sweden. The Farm 51 and the The Farm 51 logo are trademarks or registered trademarks of The Farm 51.

Unreal® is a registered trademark of Epic Games, Inc. Unreal® Engine, Copyright 1998 – 2013, Epic Games, Inc.

Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.

Uses Bink Video. Copyright 1997-2013 by RAD Game Tools, Inc. All rights reserved.

Uses Convex Decomposition, Copyright © 2007 by John W. Ratcliff jrattcliff@infiniplex.net

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the „Software“), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions: The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED „AS IS“, WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Uses CSHA 1 100% free public domain implementation of the SHA-1 algorithm by Dominik Reichl <dominik.reichl@t-online.de>

This product includes code licensed from NVIDIA.

Uses Recast v1.4.2 Copyright © 2009 Mikko Mononen memon@inside.org

Uses Scaleform GfX © 2010 Scaleform Corporation. All rights reserved

Uses Ogg Vorbis libs, © 2010, Xiph.Org Foundation

All other brands, product names and logos are trademarks or registered trademarks of their respective owners. All rights reserved. Any unauthorized copying, hiring, lending or reproduction in whole or part is prohibited.

END-USER LICENSE AGREEMENT (EULA)

This original software is protected by copyright and trademark law. It may only be sold by authorized dealers and only be used for private purposes. Please read this license carefully before using the software. By installing or using this software product you agree to be bound by the provisions of this EULA.

1 Software product license

1.1 This End-User License Agreement will grant you the following rights:

This End-User License Agreement is a legally valid agreement between you (either as a natural or as a legal person) and Nordic Games GmbH.

By purchasing this original software you are granted the right to install and use the software on a single computer. Nordic Games GmbH does not grant you any right of ownership to the software, and this license does not represent a „sale“ of the software.

You are the owner of the data medium on which the software is stored. Nordic Games GmbH and/or a partner company remains the sole owner of the software on the data medium, and of the pertinent documentation, and remains the proprietor of any and all intellectual and industrial property rights contained therein.

This non-exclusive and personal license grants you the right to install, use, and display a copy of this software product on a single computer (for example, a single workstation, a single terminal, a single portable PC, a single pager, etc.).

Every other use, especially the unauthorized leasing, distribution, public display or other demonstration (e.g. in schools or universities), copying, multiple installation or transfer, and any other process by which this software or parts of it may be made available to the general public (including via Internet or other online systems) without prior written consent is prohibited.

If this software enables you to print pictures containing characters of Nordic Games GmbH and/or a partner company which are protected by trademark law, this license only allows you to print the pictures on paper and to use them as printouts solely for personal, non-commercial and non-governmental purposes (for example, you may not display or sell those pictures in public), provided that you abide by all copyright instructions contained in the pictures generated by the software.

1.2 Level Editor and Software Development Kit

Storage of software data, especially maps that have been created with a possibly included level editor or mod's (modifications) that have been created by means of a possibly included SDK (software development kit) is exclusively permitted to individual persons for private use. Private use, according to the terms of paragraph 1.2, also means the - wire connected or wireless - provision of data (for example via the Internet) for use by other individual persons for non-commercial purposes. Any other reproduction, distribution, broadcasting, provision and any indirect or direct commercial utilization ultra vires is strictly prohibited without prior written consent from Nordic Games GmbH. You shall not create, use, copy or distribute such maps or modifications having any offensive or illegal content, or in any manner which violates the law or third parties' rights, and you shall not combine such maps or Modifications with any such offensive, illegal or violating material. You hereby agree that you are solely responsible for any and all game data Modifications and maps. You shall defend, indemnify, and hold harmless Nordic Games GmbH and its employees and agents against any and all claims, damages, losses, actions and liabilities whatsoever arising out of your creation, use, combination, duplication, distribution, or promotion of the modified game data or maps. The Editor and all SDK components are supplied „AS IS“. There is no warranty on these parts and neither tech support nor customer support is granted for the Editor or any SDK components.

1.3 Duration of the „On-line“ Component of the Application Software

This application software can be an „on-line“ game that must be played over the Internet through the service, as provided by Nordic Games GmbH and/or a partner company. It is your entire responsibility to secure an Internet connection and all fees related thereto shall be at your own charge. Nordic Games GmbH will use reasonable efforts to provide the service all day, every day. However, Nordic Games GmbH reserves the right to temporarily suspend the service for maintenance, testing, replacement and repair of the telecommunications equipment related to this game, as well as for transmission interruption or any other operational needs of the system.

Nordic Games GmbH can neither guarantee that you will always be able to communicate with other users, nor that you can communicate without disruptions, delays or communication-related flaws. Nordic Games GmbH is not liable for any such disruptions, delays or other omissions in any communication during your use of the voice client. Nordic Games GmbH agrees to provide the servers and software necessary to access the Service until such time as the application software is „Out of Publication.“ Application Software shall be considered „Out of Publication“ following the date that it is no longer manufactured and/or distributed by Nordic Games GmbH, or its affiliates. Thereafter, Nordic Games GmbH may, in its sole and absolute discretion, continue to provide the service or license to third parties the right to provide the service. However, nothing contained herein shall be construed so as to place an obligation upon Nordic Games GmbH to provide the service beyond the time that the applicable software is „Out of Publication“. In the event that Nordic Games GmbH determines that it is in its best interest to cease providing the service, or license to a third party the right to provide the service, Nordic Games GmbH shall provide you with no less than three (3) months prior notice. This notice doesn't have to be addressed personally to the user. It can be also an

announcement on the game website or the forums of Nordic Games GmbH. Neither the service nor Nordic Games GmbH's agreement to provide access to the service shall be considered a rental or lease of time on or capacity of Nordic Games GmbH's servers or other technology.

2 Description of other rights and limitations

2.1 Safety copy

One single copy of the software product may be stored for safety or archiving purposes only.

2.2 Limited warranty

Nordic Games GmbH warrants for a period of 90 days starting from the date of purchase that the software will essentially work in accordance with the accompanying printed materials.

The complete liability of Nordic Games GmbH and your only claim consists, at the option of Nordic Games GmbH, of a reimbursement of the paid purchase price or of repairing or substituting the software product which is not in accordance with Nordic Games GmbH's limited warranty, insofar as it is returned to Nordic Games GmbH together with a copy of the invoice.

This limited warranty will not apply if the failure of the software product is due to an accident, misuse or faulty application.

2.3 Other warranty rights will remain unaffected

The above warranty is given by Nordic Games GmbH as manufacturer of the software product.

Any legal warranty or liability claims to which you are entitled toward the dealer from whom you bought your version of the software product are neither replaced nor limited by this warranty.

2.4 Limitation of liability

To the greatest extent permitted by applicable law, Nordic Games GmbH refuses to accept liability for any special, accidental, indirect or consequential damages resulting from the utilization of, or inability to utilize, the software product. This includes any instances in which Nordic Games GmbH has previously pointed out the possibility of such damages.

2.5 Trademarks

This End-User License Agreement does not grant you any rights in connection with trademarks of Nordic Games GmbH and other companies.

3 End of contract / Termination

This license will apply until it is terminated by either one of the parties. You may terminate this license at any time by sending the software back to Nordic Games GmbH or by destroying the software, the complete accompanying documentation and all copies and installations thereof, irrespective of whether they were drawn up in accordance with this license or not. This License Agreement will be terminated immediately without any prior notification by Nordic Games GmbH if you are in breach of any of the provisions of this license, in which case you will be obligated to destroy all copies of the software product.

4 Safeguarding clause

Should any provisions of this agreement be or become invalid or unenforceable, the remainder of this agreement will remain unaffected.

5 Choice of law

The laws of Austria will be applied to all legal issues arising out of or in connection with this contract.